AMIGOS DEL AMSTRAD

295 PTS.

N.º 11 AÑO II

ASTEROIDES
SIMON
GUSANIN
GORILA
TRAGON
POLICE
ROTULOS
PIRAMIDE
PARACA
PALABRAS
PENALTI

TODO SOBRE EL

AMSTRAD

N.º 17 690 Ptas.

LOS MEJORES PROGRAMAS COMERCIALES MADE IN TAIWAN

PLUTON

AMIGOS DEL AMSTRAD

SUMARIO

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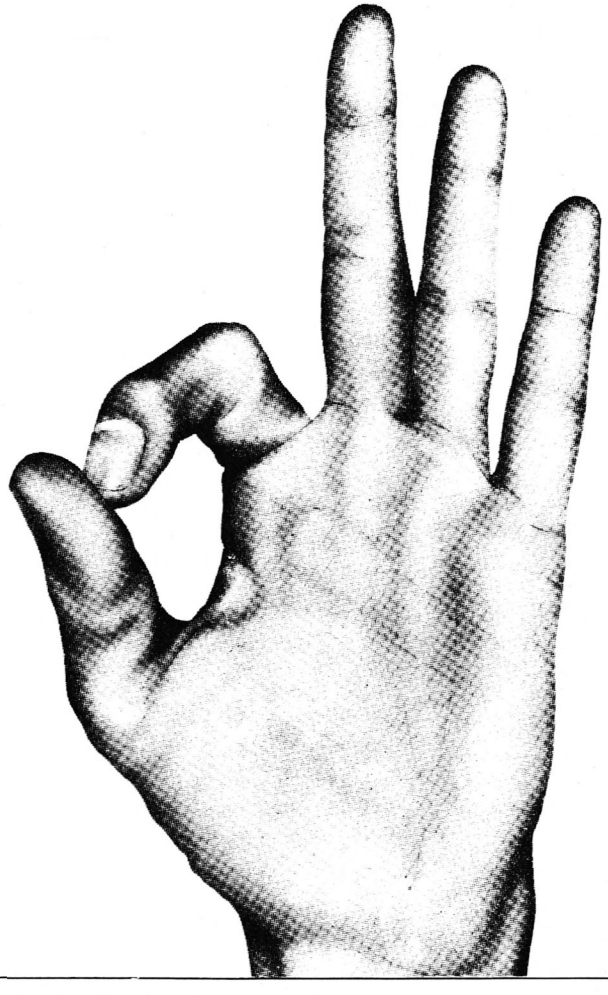

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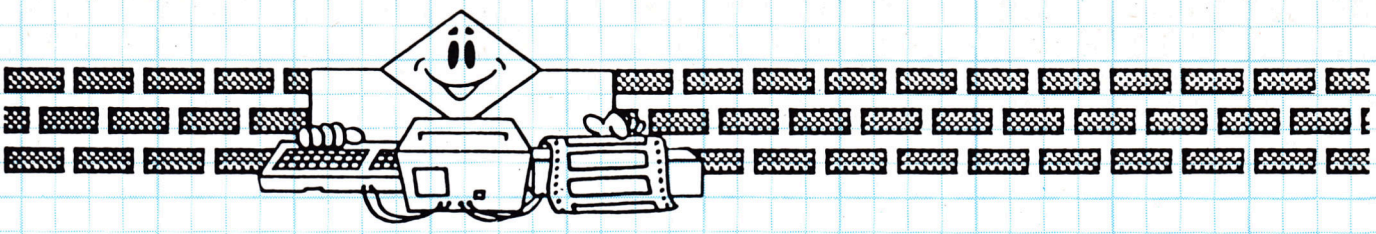
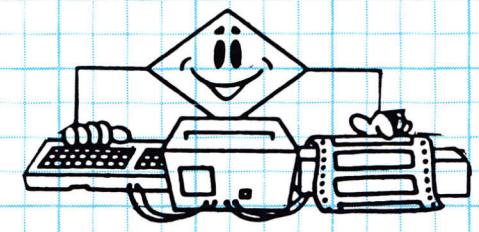
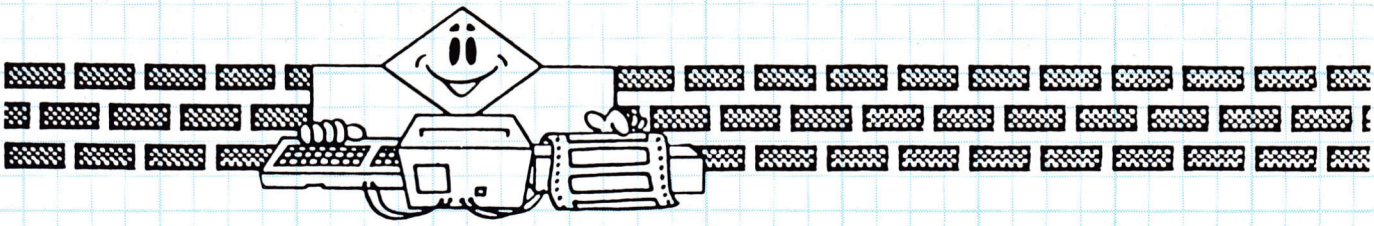


ASTEROIDES

```
10 REM ***** ASTEROIDES *******
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 6,12
160 PRINT "ASTEROIDES"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< ASTEROIDES >>":GOSUB 270
330 PRINT:A$="RECOGE LOS BIDONES DE COMBUSTIBLE":GOSUB 270
340 A$="EVITANDO SER ALCANZADO POR LOS":GOSUB 270
350 A$="ASTEROIDES":GOSUB 270
```

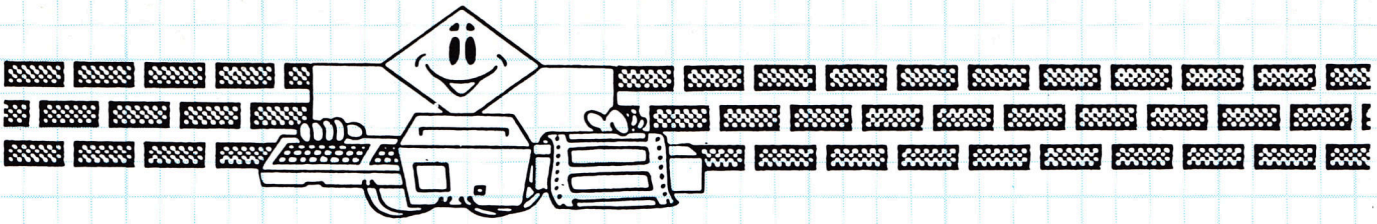
```
360 PRINT:A$="CONTROLES:":GOSUB 270:A$="CURSOR <. IZQUIERDA":GOSU
B 270:A$="CURSOR >. DERECHA":GOSUB 270
370 PRINT:A$="PULSA -S- PARA EMPEZAR":GOSUB 270
380 IF INKEY(60)<>0 THEN 380
390 GOSUB 600
400 INK 0,0:BORDER 0:INK 1,26
410 INK 2,20:INK 3,6
420 INK 4,2
430 INK 5,24
440 MODE 0
450 WINDOW #1,1,20,1,3:PAPER #1,4:PEN #1,2
460 CLS #1:WINDOW 1,20,5,25
470 P=0:GOSUB 590
480 Y=10
490 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
500 IF NOT INKEY(1) THEN Y=Y+1:IF Y>20 THEN Y=20
510 IF RND>0.9 THEN PEN 5:A$="c" ELSE a$="b":PEN 3
520 LOCATE 1+INT(RND*19),1:PRINT a$;CHR$(11)
530 LOCATE Y,21:CALL 30000:C=PEEK(29999)
540 PEN 2
550 LOCATE Y,21:PRINT"a";
560 IF C=98 THEN LOCATE Y,21:PRINT"d":GOTO 700
570 IF C=99 THEN SOUND 1,50,15,15,0,1:P=P+5:GOSUB 590
580 GOTO 490
590 LOCATE #1,4,2:PRINT#1,"PUNTOS...";P:RETURN
600 REM ** CODE SCREEN$ **
610 DATA 205,96,187,50,47,117,201
620 RESTORE 610
630 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
640 SYMBOL AFTER 97
650 SYMBOL 97,66,129,153,189,231,189,153,129
660 SYMBOL 98,12,62,127,126,255,255,94,56
670 SYMBOL 99,255,126,66,126,98,126,114,255
680 SYMBOL 100,16,68,0,137,32,9,128,34
690 RETURN
700 REM *** GAME OVER ***
710 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
720 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
730 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
740 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
750 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
760 FOR A=1 TO 50:A$=INKEY$:NEXT A
770 PEN 1
780 IF INKEY(60)=0 THEN RUN 250
790 IF INKEY(46)=0 THEN CALL 0
800 GOTO 780
```





SIMON

```
1 MODE 0:INK 0,0:PAPER 0:BORDER 0:INK 5,26:GOSUB 1000
10 ORIGIN 320,200
20 FOR a=0 TO PI/2 STEP PI/150
30 c=COS(a)*100:s=SIN(a)*100
40 PLOT 10,6,2:DRAWR c,s
50 PLOT -10,6,1:DRAWR -c,s
60 PLOT -10,-6,3:DRAWR -c,-s
70 PLOT 10,-6,4:DRAWR c,-s
80 NEXT a
85 FOR A=0 TO 2*PI STEP PI/30
86 MOVE 130*(COS(A-PI/30)),120*(SIN(A-PI/30)),6:DRAW 130*COS(A),1
20*SIN(A)
87 NEXT A
90 PEN 5:PRINT CHR$(22);CHR$(1)
100 LOCATE 9,10:PRINT"1  2":LOCATE 9,16:PRINT"3  4"
110 PRINT CHR$(22);CHR$(0)
120 C$=""
200 A$="ATENTO EMPEZAMOS":GOSUB 1100
210 C$=C$+CHR$(49+INT(RND*4))
220 FOR B=1 TO LEN(C$):A$=MID$(C$,B,1):GOSUB 2000:FOR Y=1 TO 100:
NEXT Y
225 NEXT B
230 A$="ES TU TURNO":GOSUB 1100
240 FOR D=1 TO LEN(C$):A$=MID$(C$,D,1)
250 R$=""
260 IF NOT INKEY(64) THEN R$="1"
270 IF NOT INKEY(65) THEN R$="2"
280 IF NOT INKEY(57) THEN R$="3"
290 IF NOT INKEY(56) THEN R$="4"
300 IF R$="" THEN 260
310 IF R$=A$ THEN GOSUB 2000 ELSE 60000
320 NEXT D
330 A$="MUY BIEN":GOSUB 1100:A$="AHORA OTRA MAS":GOSUB 1100
340 GOTO 210
1000 PEN 6,1:INK 1,3:INK 2,9:INK 3,12:INK 4,10
1010 RETURN
1100 PEN 5:PRINT CHR$(22);CHR$(0):LOCATE 10-LEN(A$)/2,1:PRINT A$;
:FOR W=1 TO 1000:NEXT W:LOCATE 1,1:PRINT"                          ";
1110 RETURN
2000 ENT 1,5,-1,1,5,1,1,10,0,1:IF A$="1" THEN INK 1,15:SOUND 1,75
,20,15,0,1:GOTO 2100
2010 IF A$="2" THEN INK 2,18:SOUND 1,125,20,15,0,1:GOTO 2100
2020 IF A$="3" THEN INK 3,24:SOUND 1,175,20,15,0,1:GOTO 2100
2030 IF A$="4" THEN INK 4,20:SOUND 1,225,20,15,0,1:GOTO 2100
2040 RETURN
2100 FOR X=1 TO 200:NEXT X:GOTO 1000
60000 END
```

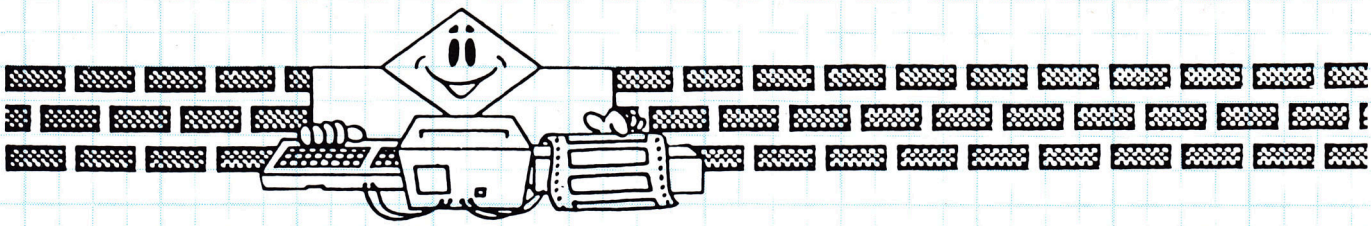


GUSANIN

```
 10 INK 1,24:INK 0,1:INK 2,20:INK 3,6
 20 RANDOMIZE TIME:CALL &BB03
 30 GOSUB 790
 40 GOSUB 650
 50 CLS:GOTO 410
 60 IF INT(RND*100)>98 AND fg=1 THEN GOSUB 300
 70 IF fg=0 THEN cou=cou-1:IF cou=0 THEN GOSUB 290
 80 IF wi<1 THEN SOUND 131,0,50,7,0,0,3:fred=REMAIN(1):vidas=vidas
 -1:IF vidas>0 THEN 540 ELSE GOTO 320
 90 LOCATE a,b:PEN 1:PRINT CHR$(240):PRINT CHR$(22);CHR$(1):LOCATE
  a,b:PEN 3:PRINT CHR$(241):PEN 1:PRINT CHR$(22);CHR$(0)
 100 IF e>0 THEN LOCATE c(e),d(e):PRINT" "
 110 IF e>180 THEN e=0
 120 e=e+1
130 IF f>180 THEN f=0
140 f=f+1:c(f)=a:d(f)=b
150 x$=UPPER$(INKEY$):IF x$="" THEN x$=z$
160 IF x$=l$ THEN t=FN tl:z$=l$:a=a-1:GOTO 210
170 IF x$=r$ THEN t=FN tr:z$=r$:a=a+1:GOTO 210
180 IF x$=u$ THEN t=FN tu:z$=u$:b=b-1:GOTO 210
190 IF x$=d$ THEN t=FN td:z$=d$:b=b+1:GOTO 210
200 GOTO 60
210 IF t=0 GOTO 60 ELSE ON t GOSUB 230,250,270
220 ON ff GOTO 540,320,60
230 IF t=1 THEN fg1=0:SOUND 4,0,10,5,0,0,8:FOR n=1 TO 3:f=f+1:IF
f>181 THEN f=1
240 c(f)=a:d(f)=b:NEXT:sc=sc+100:LOCATE#1,10,1:PRINT#1,USING"####
##";sc:ff=3:RETURN
250 IF t=2 THEN SOUND 4,0,10,5,0,0,8:FOR n=1 TO 3:f=f+1:IF f>181
THEN f=1
260 c(f)=a:d(f)=b:NEXT:sc=sc+10:LOCATE#1,10,1:PRINT#1,USING"#####
#";sc:men=men+1:IF men=20 THEN sh=sh+1:fred=REMAIN(1):ff=1:RETURN
 ELSE ff=3:RETURN
270 IF t=3 THEN SOUND 131,0,50,7,0,0,3:fred=REMAIN(1):vidas=vidas
-1:IF vidas>0 THEN ff=1:ELSE ff=2
280 RETURN
290 fg=1:IF fg1=1 THEN LOCATE aa1,bb1:PRINT" ";:RETURN ELSE RETUR
N
```

```
300 aa1=INT(RND*37)+2:bb1=INT(RND*18)+2:IF FN ch=2 OR FN ch=3 THE
N RETURN ELSE SOUND 1,30,0,0,1:LOCATE aa1,bb1:IF RND<0.5 THEN PEN
 1 ELSE PEN 3
310 PRINT CHR$(245):fg=0:fg1=1:cou=100:RETURN
320 MODE 0:IF sc>VAL(MID$(a$(1),13)) THEN PEN 15:PRINT"TUS PUNTOS
 SON";TAB(7);CHR$(10);"RECORD " ELSE GOTO 410
330 LOCATE 6,6:PEN 13:PRINT"TU NOMBRE?";CHR$(10);TAB(3)"(Max 10 l
etras)":LOCATE 6,10:PRINT STRING$(13," "):LOCATE 6,10:CALL &BB03:
INPUT"",n$:n$=UPPER$(n$)
340 IF LEN(n$)>10 OR LEN(n$)<1 THEN 330
350 check=10
360 WHILE sc<VAL(MID$(a$(check),13))
370 check=check-1
380 WEND
390 IF check>1 THEN FOR n=1 TO check-1:a$(n)=a$(n+1):NEXT
400 a$(check)=n$+STRING$((11-LEN(n$))+(7-LEN(STR$(sc))),"  ")+STR$
(sc)
410 CLS:PEN 15:PRINT TAB(5)"MAX.PUNTUACION";CHR$(10):FOR N=10 TO
1 STEP -1
420 PEN INT(RND*4)+1:PRINT TAB(2) A$(N);CHR$(10);
430 NEXT
440 CALL &BB03
450 LOCATE 1,24:PEN 12:PRINT"PULSA ";:PEN 11:PRINT"C ";:PEN 12:PR
INT"PARA SEGUIR":LOCATE 1,25:PRINT"O ";:PEN 11:PRINT"O ";:PEN 12:
PRINT"PARA OPCIONES";
460 SC=0:sh=0:vidas=3
470 IF INKEY(62)<>-1 GOTO 520
480 IF INKEY(34)<>-1 THEN GOSUB 650:CLS:GOTO 410
490 IF INKEY(58)<>-1 THEN INK 0,13:INK 1,0:PAPER 0:PEN 1:BORDER 1
3:MODE 2:LIST
500 GOTO 470
510 DI:wi=wi-1:PLOT wi,4,1:DRAWR 0,8,1:IF wi=100 THEN SOUND 2,150
,0,0,2:EI:RETURN ELSE EI:RETURN
520 INK 2,0:INK 0,0:INK 1,0:INK 3,0:BORDER 0:PAPER 0:MODE 1:WINDO
W 1,40,1,21:WINDOW#1,1,40,23,23:WINDOW#2,2,39,2,20:PAPER#1,0
530 CLS:PEN 3:PAPER 0:FOR n=2 TO 20:LOCATE 1,n:PRINT CHR$(254);:L
OCATE 40,n:PRINT CHR$(247);:NEXT:LOCATE 1,1:PRINT CHR$(249);STRIN
G$(38,CHR$(248));CHR$(250);:LOCATE 1,21:PRINT CHR$(251);STRING$(3
8,CHR$(253));CHR$(252);
540 INK 2,0:INK 0,0:INK 1,0:INK 3,0:CLS#2:PEN 3:PAPER 1:LOCATE 2,
6:PRINT STRING$((sh MOD 6)*4,CHR$(244)):LOCATE 40-((sh MOD 6)*4),
15:PRINT STRING$((sh MOD 6)*4,CHR$(244))
550 IF sh>5 THEN PEN 3:PAPER 0:LOCATE 30,2:GOSUB 640:LOCATE 10,15
:GOSUB 640:IF sh>11 THEN LOCATE 25,2:GOSUB 640:LOCATE 5,15:GOSUB
640:IF sh>17 THEN LOCATE 25,2:GOSUB 640:LOCATE 15,15:GOSUB 640
560 PAPER 0:LOCATE 10,5:PEN 1:PRINT CHR$(240):PRINT CHR$(22)+CHR$
(1):LOCATE 10,5:PEN 3:PRINT CHR$(241)
570 FOR v=1 TO 20
580 aa1=INT(RND*37)+2:bb1=INT(RND*18)+2:IF FN ch=2 OR FN ch=3 GOT
O 580
590 LOCATE aa1,bb1:PEN 2:PRINT CHR$(242):LOCATE aa1,bb1:PEN 3:PRI
NT CHR$(243):NEXT:PRINT CHR$(22)+CHR$(0):ORIGIN 0,0,0,100,12,4:CL
G 3:ORIGIN 0,0,101,640,12,4:CLG 2:ORIGIN 0,0,0,640,400,0
600 PEN#1,1:CLS#1:PRINT#1,TAB(4)"PUNTOS":LOCATE#1,10,1:PRINT#1,US
ING"######";sc:LOCATE#1,30,1:PRINT#1,"VIDAS ";vidas:INK 2,24:INK
0,0:INK 1,26:INK 3,6
610 men=0:z=0:z$="":e=0:f=0:a=10:b=5:c[1]=10:d[1]=5:fg=1:wi=639:E
VERY 4,1 GOSUB 510
620 CALL &BB03
```

```
630 GOTO 60
640 PRINT c11$;:PRINT c12$;:PRINT c12$;:PRINT c12$;:PRINT c12$;:P
RINT c13$:RETURN
650 MODE 0:PAPER 13:CLS:BORDER 22:PEN 5:LOCATE 7,6:PRINT"TECLADO"
:PRINT:PRINT TAB(10)"O":PRINT:PRINT TAB(7)"JOYSTIK":PRINT:PRINT T
AB(8)"(T..J)"
660 CALL &BB03
670 IF INKEY(51)<>-1 THEN DU$=INKEY$:GOTO 700
680 IF INKEY(45)<>-1 THEN l$=CHR$(8):r$=CHR$(9):u$=CHR$(11):d$=CH
R$(10):GOTO 780
690 GOTO 670
700 CLS:PEN 6:PRINT"DEFINE TU LAS TECLAS":PRINT TAB(5)"APUNTA":PE
N 5:LOCATE 8,7:PRINT"IZQU: ";:CALL &BB03
710 L$=UPPER$(INKEY$):IF L$="" GOTO 710 ELSE PRINT L$
720 PEN 7:LOCATE 6,9:PRINT"DERECH: ";:CALL &BB03
730 R$=UPPER$(INKEY$):IF R$="" OR R$=L$ GOTO 730 ELSE PRINT R$
740 PEN 3:LOCATE 6,11:PRINT"ARRIBA: ";:CALL &BB03
750 U$=UPPER$(INKEY$):IF U$="" OR U$=L$ OR U$=R$ GOTO 750 ELSE PR
INT U$
760 PEN 8:LOCATE 7,13:PRINT"ABAJO: ";:CALL &BB03
770 D$=UPPER$(INKEY$):IF D$="" OR D$=L$ OR D$=R$ OR D$=U$ GOTO 77
0 ELSE PRINT D$
780 FOR N=1 TO 200:NEXT:INK 0,0:INK 1,24:BORDER 0:PAPER 0:RETURN
790 SYMBOL AFTER 199:SYMBOL 200,255,192,127,63,26,26,26,26:SYMBOL
 201,255,3,254,252,88,88,88,88:SYMBOL 202,26,26,26,26,63,127,192,
255:SYMBOL 203,88,88,88,88,252,254,3,255:SYMBOL 204,26,26,26,26,2
6,26,26,26:SYMBOL 205,88,88,88,88,88,88,88,88
800 SYMBOL 249,255,180,205,182,157,210,172,187:SYMBOL 250,255,37,
203,187,213,95,169,149:SYMBOL 251,169,149,250,171,221,211,164,255
:SYMBOL 252,221 63,75,185,108,179,45,255:SYMBOL 253,0,40,102,218,
89,213,117,255
810 SYMBOL 254,168,252,198,248,154,228,140,240:SYMBOL 248,255,117
,213,89,218,102,40,0:SYMBOL 247,21,63,99,31,89,39,49,15:SYMBOL 24
2,0,126,24,60,126,126,126,60:SYMBOL 243,0,0,29,2,0,0,0,0
820 SYMBOL 240,0,24,60,102,102,60,24,0:SYMBOL 241,0,0,0,24,24,0,0
,0:SYMBOL 244,238,238,0,187,187,0,238,238:SYMBOL 245,126,126,126,
126,60,24,24,126:SYMBOL 246,0,42,84,42,0,0,0,0
830 c11$=CHR$(200)+CHR$(201)+CHR$(8)+CHR$(8)+CHR$(10):c12$=CHR$(2
04)+CHR$(205)+CHR$(8)+CHR$(8)+CHR$(10):c13$=CHR$(202)+CHR$(203)
840 '
850 DEFINT A-R,T-Z:DIM C(181),D(181):SC=0:SH=0:VIDAS=3:ENV 2,127,
6,1:ENV 1,1,15,1,14,-1,5,5,0,1
860 DIM A$(10)
870 A$(10)="JOSE PONS      5000"
880 A$(9)="AMSTRAD        4500"
890 A$(8)="JOSE PONS      4000"
900 A$(7)="AMSTRAD        3500"
910 A$(6)="JOSE PONS      3000"
920 A$(5)="AMSTRAD        2500"
930 A$(4)="JOSE PONS      2000"
940 A$(3)="AMSTRAD        1500"
950 A$(2)="JOSE PONS      1000"
960 A$(1)="AMSTRAD         500"
970 DEF FN TR=TEST((A*16)+7,((25-B)*16)+8):DEF FN TL=TEST((A*16)-
25,((25-B)*16)+8):DEF FN TU=TEST((A*16)-9,((25-B)*16)+24):DEF FN
TD=TEST((A*16)-9,((25-B)*16)-8):DEF FN CH=TEST((AA1*16)-7,((25-BB
1)*16)+8)
980 RETURN
```



GORILA

```
10 MODE 1:PRINT"NUESTRO HEROE TIENE QUE RESCATAR A LA":PRINT"PRIN
CESA, PERO EL MALVADO GORILA NOS"
20 PRINT"LO IMPIDE TIRANDONOS BARRILES.
30 PRINT:PRINT:PRINT:PEN 2:PRINT"PARA MOVER LAS TECLAS DEL CURSOR
40 PRINT"PARA SALTAR COPY"
50 PRINT:PRINT:PRINT:PEN 1:PRINT"DISPONEMOS DE TRES PANTALLAS Y C
ADA PASO AUMENTA LA PUNTUACION
60 PRINT:PRINT"PULSA UNA TECLA"
70 A$=INKEY$:IF A$="" THEN GOTO 70
80 SYMBOL AFTER 228
90 SYMBOL 241,66,126,66,66,66,126,66,66
100 SYMBOL 242,60,66,189,165,165,189,66,60
110 SYMBOL 243,254,254,254,0,239,239,0
120 SYMBOL 244,56,60,16,44,52,56,16,28
130 SYMBOL 245,28,60,8,52,44,28,8,56
140 SYMBOL 246,186,186,146,124,56,68,130,130
150 MEMORY 34495
160 GOSUB 1550
170 GOSUB 720
180 GOSUB 660
190 IF lev=1 THEN GOSUB 910
200 IF lev=2 THEN GOSUB 1010
210 IF lev=3 THEN GOSUB 1140
220 GOSUB 1330
230 x=2:y=23
240 bx=1:by=7:bd=1:be=0
250 cx=20:cy=7:cd=-1:ce=0
260 IF lev=3 THEN bx=7:cx=13
270 GOSUB 2070
280 GOSUB 2240
290 GOSUB 2130
300 PEN 7
310 LOCATE x,y:PRINT om$
320 GOSUB 1590
330 IF y<6 THEN GOTO 440
340 LOCATE x,y
350 GOSUB 2650
360 IF ch<>241 AND ch<>32 THEN GOTO 480
370 LOCATE x,y+1
380 GOSUB 2650
390 IF ch=32 THEN y=y+1
400 PEN 7
410 LOCATE bx,by:PRINT ob$
420 LOCATE cx,cy:PRINT oc$
430 GOTO 270
```

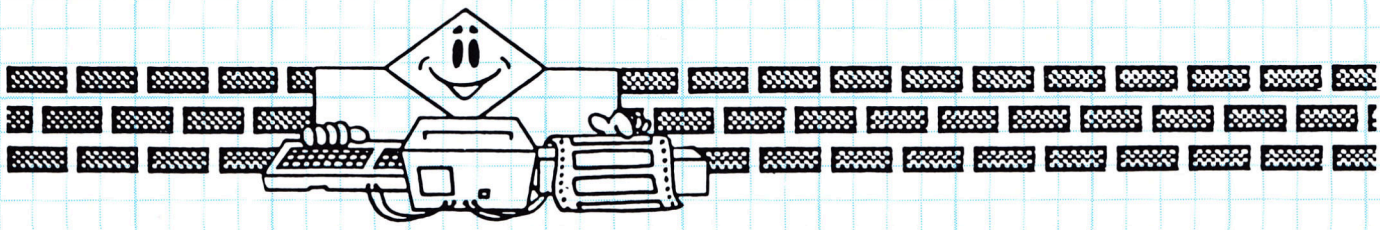
```
440 lev=lev+1:IF lev=4 THEN lev=1
450 sc=sc+(lev*50)
460 LOCATE 7,25:PRINT sc
470 GOTO 190
480 SOUND 2,300,75,15,0,0,30
490 li=li-1:IF li=0 THEN GOTO 550
500 FOR n=1 TO li
510 LOCATE 17+n,25
520 NEXT
530 PRINT" ";
540 GOTO 190
550 CLS
560 PRINT:PEN 3
570 PRINT"     TE DERRIBO "
580 PRINT:PRINT:PRINT"EL PERVERSO MONO !"
590 LOCATE 3,10:PRINT"TU MARCA ";SC;
600 LOCATE 5,25:PRINT"PULSA UNA TECLA"
610 A$=INKEY$:IF A$="" THEN GOTO 610
620 SOUND 1,2500,25,15
630 GOTO 170
640 RETURN
650 'COMIENZO DEL JUEGO
660 SC=0:L1=3
670 LEV=1
680 L$=CHR$(241)
690 B$=CHR$(242):M$=CHR$(244)
700 RETURN
710 'DEFINE COLORES
720 RESTORE 720
730 FOR N=0 TO 15
740 READ A
750 INK N,A
760 NEXT
770 BORDER 0:PAPER 0:PEN 1:MODE 0
780 RETURN
790 DATA 0,18,6,24,20,7,15,2
800 DATA 22,12,17,9,26,3,22,13
810 'DEFINE PANTALLA
820 P$=STRING$(20,243)
830 CLS:PE=1
840 FOR N=8 TO 24 STEP 4
850 PEN PE
860 LOCATE 1,N:PRINT P$
870 PE=PE+1
880 NEXT
890 RETURN
900 'NIVEL 1
910 GOSUB 820
920 FOR N=8 TO 20 STEP 4
930 PO=RND(1)*17+2
940 IF N<24 THEN LOCATE PO,N:PRINT" "
950 LPO=RND(1)*17+2:IF LPO=PO THEN GOTO 950
960 IF N<24 THEN PO=LPO:GOSUB 1480
970 PEN 10
980 NEXT
990 RETURN
1000 'NIVEL 2
```

```
1010 GOSUB 820
1020 PEN 12
1030 FOR N=13 TO 24
1040 LOCATE 7,N:PRINT STRING$(8,243)
1050 NEXT
1060 LOCATE 7,19:PRINT STRING$(8,32)
1070 LOCATE 7,23:PRINT STRING$(8,32)
1080 LOCATE 7,15:PRINT STRING$(8,32)
1090 PO=8:N=8:GOSUB 1480:PO=18:N=12:GOSUB 1480
1100 :PO=3:N=16:GOSUB 1480:PO=18:N=20:GOSUB 1480
1110 PEN 10
1120 RETURN
1130 'NIVEL 3
1140 GOSUB 820
1150 LOCATE 1,8:PRINT STRING$(5,32)
1160 LOCATE 16,8:PRINT STRING$(5,32)
1170 LOCATE 1,12:PRINT STRING$(4,32)
1180 LOCATE 17,12:PRINT STRING$(4,32)
1190 LOCATE 1,16:PRINT STRING$(2,32)
1200 LOCATE 19,16:PRINT STRING$(2,32)
1210 po=7:n=12:GOSUB 1480
1220 po=14:n=12:GOSUB 1480
1230 po=2:n=20:GOSUB 1480
1240 po=19:n=20:GOSUB 1480
1250 po=9:n=16:GOSUB 1480
1260 po=12:n=16:GOSUB 1480
1270 po=10:n=8:GOSUB 1480
1280 po=11:n=8:GOSUB 1480
1290 LOCATE 6,20:PRINT" ":LOCATE 15,20:PRINT" "
1300 PEN 10
1310 RETURN
1320 'remate
1330 LOCATE 1,25
1340 PEN 10
1350 PRINT"TANTEO";sc
1360 LOCATE 16,25
1370 PEN 6
1380 FOR n=1 TO 1i
1390 PRINT CHR$(248);
1400 NEXT
1410 PEN 7
1420 LOCATE 15,6:PRINT STRING$(5,243)
1430 PLOT 0,325:DRAW 150,325
1440 po=18:n=12:GOSUB 1480
1450 GOSUB 650
1460 RETURN
1470 'escalera
1480 FOR z=0 TO 3
1490 PEN 7
1500 LOCATE po,n+z
1510 PRINT 1$
1520 NEXT z
1530 RETURN
1540 'iniciacion
1550 addr=34999:GOSUB 2540
1560 loca=35024:GOSUB 2690
1570 RETURN
```

```
1580 'movimiento
1590 GOSUB 2430
1600 IF le=1 AND x>2 THEN x=x-1:m$=CHR$(245)
1610 IF ri=1 AND x<19 THEN x=x+1:m$=CHR$(244)
1620 IF up=1 THEN m$=CHR$(246):GOTO 1660
1630 IF do=1 THEN m$=CHR$(246):GOTO 1740
1640 IF fi=1 THEN GOTO 1780
1650 RETURN
1660 LOCATE x,y-1
1670 GOSUB 2650
1680 IF ch<>241 THEN GOTO 1700
1690 y=y-1:GOTO 1630
1700 LOCATE x,y+1
1710 GOSUB 2650
1720 IF ch=241 THEN GOTO 1690
1730 GOTO 1630
1740 LOCATE x,y+1
1750 GOSUB 2650
1760 IF ch<>241 THEN GOTO 1640
1770 y=y-1:GOTO 1640
1780 IF m$=CHR$(245) THEN xd=-1 ELSE xd=1
1790 IF x<2 OR x>19 THEN xd=0
1800 IF m$=CHR$(246) THEN xd=0
1810 LOCATE bx,by:PRINT ob$
1820 LOCATE cx,cy:PRINT oc$
1830 RESTORE 1910
1840 FOR n=1 TO 6
1850 READ a
1860 y=y+a:GOSUB 1920
1870 IF plat=1 THEN n=11
1880 NEXT
1890 GOSUB 2130
1900 RETURN
1910 DATA -1,-1,0,0,1,1
1920 x=x+xd:plat=0
1930 LOCATE x,y+1
1940 GOSUB 2650
1950 IF ch<>32 THEN plat=1:RETURN
1960 GOSUB 2070
1970 GOSUB 2130
1980 SOUND 2,100,2,15
1990 PEN 7
2000 LOCATE bx,by:PRINT ob$
2010 LOCATE cx,cy:PRINT oc$
2020 GOSUB 2240
2030 LOCATE x,y:PRINT om$
2040 RETURN
2050 'rutina de impresion
2060 'hombre
2070 LOCATE x,y:GOSUB 2650
2080 om$=CHR$(ch)
2090 PEN 2
2100 CALL &BD19:PRINT m$
2110 RETURN
2120 'barriles
2130 LOCATE bx,by:GOSUB 2650
2140 ob$=CHR$(ch)
```

```
2150 LOCATE cx,cy:GOSUB 2650
2160 oc$=CHR$(ch)
2170 PEN 3
2180 LOCATE bx,by
2190 CALL &BD19: PRINT b$
2200 LOCATE cx,cy
2210 CALL &BD19:PRINT b$
2220 RETURN
2230 'barril
2240 a=RND(1)*10
2250 LOCATE bx,by+1
2260 GOSUB 2650
2270 IF ch=32 OR ch=241 AND a>5 THEN be=1
2280 IF ch=243 THEN be=0
2290 by=by+be:IF be=0 THEN bx=bx+bd
2300 LOCATE cx,cy+1
2310 GOSUB 2650
2320 IF ch=32 OR ch=241 AND a>5 THEN ce=1
2330 IF ch=243 THEN ce=0
2340 cy=cy+ce:IF ce=0 THEN cx=cx+cd
2350 IF bx<2 THEN bd=1
2360 IF bx>19 THEN bd=-1
2370 IF cx<2 THEN cd=1
2380 IF cx>19 THEN cd=-1
2390 IF (bx<2 OR bx>19) AND by=23 THEN bx=1:bd=1:by=7:IF lev=3 TH
EN bx=7
2400 IF (cx<2 OR cx>19) AND cy=23 THEN cx=20:cd=-1:cy=7:IF lev=3
THEN cx=13
2410 RETURN
2420 'teclas
2430 le=0:ri=0:up=0:do=0:fi=0:ex=0:g=0
2440 CALL addr+1:a=PEEK(addr)
2450 IF a=8 OR a=242 THEN le=1
2460 IF a=9 OR a=243 THEN ri=1
2470 IF a=11 OR a=240 THEN up=1
2480 IF a=10 OR a=241 THEN do=1
2490 IF a=88 OR a=224 THEN fi=1
2500 IF a=13 THEN g=1
2510 IF a=32 THEN ex=1
2520 RETURN
2530 'poke en teclas
2540 c=INT(addr/256):b=addr-256*c
2550 RESTORE 2620
2560 FOR n=addr TO addr+13
2570 READ a:IF a=999 THEN a=b
2580 IF a=998 THEN a=c
2590 POKE n,a
2600 NEXT
2610 RETURN
2620 DATA 0,62,0,50,999,998,205,27
2630 DATA 187,208,50,999,998,201
2640 'comprueba caracteres
2650 CALL loca+1
2660 ch=PEEK(loca)
2670 RETURN
2680 'pokes en comprobacion
2690 c=INT(loca/256):b=loca-256*c
```

```
2700 RESTORE 2770
2710 FOR n=loca TO loca+13
2720 READ a:IF a=999 THEN a=b
2730 IF a=998 THEN a=c
2740 POKE n,a
2750 NEXT
2760 RETURN
2770 DATA 0,62,244,50,999,998,205,96
2780 DATA 187,208,50,999,998,201
```



TRAGON

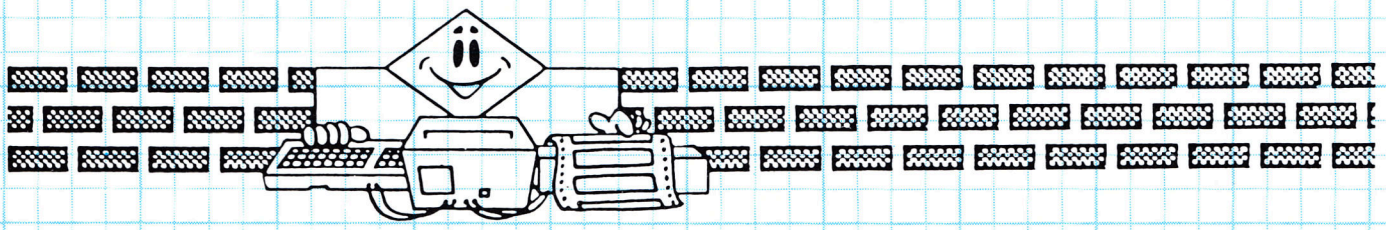
```
10 GOTO 1570
20 MODE 0
30 GOSUB 820
40  WHILE NOT(true AND false)
50 vidas=3:pantalla=0:fuerza=100
60  WHILE vidas
70 GOSUB 460
80 GOSUB 870
90   WHILE NOT dead AND uti>0  AND fuerza>0
100 GOSUB 170
110 GOSUB 350
120  WEND
130 IF dead THEN GOSUB 1400 ELSE GOSUB 1490
140  WEND
150 GOSUB 1610
160  WEND
170 'mueve hombre
180 fuerza=fuerza-1:IF fuerza<1 THEN dead=true:RETURN
190 PEN 3:LOCATE 7,1:PRINT FUERZA
200 xx=x+((INKEY(8)>-1)-(INKEY(1)>-1))
210 yy=y+((INKEY(0)>-1)-(INKEY(2)>-1))
220 IF xx<1 OR xx>20 THEN xx=x
230 IF yy<3 OR yy>24 THEN yy=y
240 IF m(xx,yy)=1 OR m(xx,yy-1)=1 THEN xx=x:yy=y
250 IF xx>x THEN POKE &A036,&A1:CALL &A000,x,y,2,xx,yy,1:CALL &A0
00,x,y-1,2,xx,yy-1,0:d=1:SOUND 130,500,10,10:GOTO 310
260 IF xx<x THEN POKE &A036,&A1:CALL &A000,x,y,2,xx,yy,5:CALL &A0
00,x,y-1,2,xx,yy-1,4:d=0:SOUND 130,500,10,10:GOTO 310
270 IF (yy<y AND d=1) THEN POKE &A036,&A1:CALL &A000,x,y,2,xx,yy,
1:CALL &A000,x,y,2,xx,yy-1,0:SOUND 130,500,10,10:GOTO 310
280 IF (yy<y AND d=0) THEN POKE &A036,&A1:CALL &A000,x,y,2,xx,yy,
5:CALL &A000,x,y,2,xx,yy-1,4:SOUND 130,500,10,10:GOTO 310
```

```
290 IF (yy>y AND d=0) THEN POKE &A036,&A1:CALL &A000,x,y-1,2,xx,y
y,5:CALL &A000,x,y-1,2,xx,yy-1,4:SOUND 130,500,10,10:GOTO 310
300 IF (yy>y AND d=1) THEN POKE &A036,&A1:CALL &A000,x,y-1,2,xx,y
y,1:CALL &A000,x,y-1,2,xx,yy-1,0:SOUND 130,500,10,10:GOTO 310
310 IF m(xx,yy)>3 OR m(xx,yy-1)>3  THEN SOUND 1,200,1,7:fuerza=fu
erza+10:m(xx,yy)=0:m(xx,yy-1)=0:uti=uti-1
320 x=xx:y=yy
330 IF uti=0 THEN  dead=false:RETURN
340 RETURN
350 'mueve bicho
360 FOR i=0 TO n
370 bx=b(i,0):by=b(i,1):IF (bx=x AND by=y) OR (bx=x AND by=y-1) T
HEN dead=true:POKE &A036,&A2:CALL &A000,x,y,11,x,y,11:CALL &A000,
x,y-1,12,x,y-1,12:RETURN
380 bx=bx+SGN(x-bx)*0.5:by=by+SGN(y-by)*0.5
390 IF m(bx,by)=1 THEN bx=b(i,0):by=b(i,1)
400 IF m(bx,by)>3 THEN bx=b(i,0):by=b(i,1)
410 POKE &A036,&A1:CALL &A000,b(i,0),b(i,1),2,bx,by,3:SOUND 132,5
0*n,5,10,0,1
420 IF (bx=x AND by=y) OR (bx=x AND by=y-1) THEN dead=true:POKE &
A036,&A2:CALL &A000,x,y,11,x,y,11:CALL &A000,x,y-1,12,x,y-1,12:RE
TURN
430 b(i,0)=bx:b(i,1)=by
440 NEXT
450 RETURN
460 '
470 pantalla=pantalla+1:FUERZA=100
480 MODE 0:BORDER 1
490 PEN 3:LOCATE 1,1:PRINT"FUERZA:";:LOCATE 7,1:PRINT fuerza;TAB(
13)"VIDAS:";MID$(STR$(vidas),2)
500 RESTORE 580
510 FOR I=3 TO 25
520 READ P$
530 FOR J=1 TO 20
540 A$=MID$(P$,J,1)
550 IF A$="." THEN M(J,I)=0
560 IF A$="=" THEN M(J,I)=1:POKE &A036,&A2:CALL &A000,J,I,9,J,I,9
570 NEXT J,I
580 DATA ====================
590 DATA =..=...=...=...=...=
600 DATA =..=...=...=...=...=
610 DATA =..=...=...=...=...=
620 DATA =...................=
630 DATA =...................=
640 DATA =....=........=....=
650 DATA =....=........=....=
660 DATA =....==========....=
670 DATA =.......====.......=
680 DATA =.......====.......=
690 DATA =.......====.......=
700 DATA =...============...=
710 DATA =...=..........=...=
720 DATA =...=..........=...=
730 DATA =...=....==....=...=
740 DATA =...=....==....=...=
750 DATA =........==........=
760 DATA =.......====.......=
```

```
770 DATA =.......===.......=
780 DATA =.......===.......=
790 DATA =.......===.......=
800 DATA ==================
810 RETURN
820 ENT 1,200,1,1
830 DIM m(21,25),b(15,1)
840 true=-1:false=0
850 GOSUB 1050
860 RETURN
870 x=5:y=24:POKE &A036,&A1:CALL &A000,x,y,1,x,y,1:CALL &A000,x,y
-1,0,x,y-1,0
880 n=pantalla
890 FOR i=0 TO n
900 b(i,0)=1+INT(RND*20):b(i,1)=4+INT(RND*4)*5: IF m(b(i,0),b(i,1)
)=1 THEN 900
910 POKE &A036,&A1:CALL &A000,b(i,0),b(i,1),3,b(i,0),b(i,1),3
920 NEXT
930 k=-1:f=100:dead=false
940 FOR uti=1 TO 2+n*3
950 v=INT(RND*5+1)+5:a=1+INT(RND*20):b=INT(RND*19)+5
960 IF m(a,b) OR (a=x AND b=y) OR (a=x AND b=y-1) THEN 950
970 IF v=9 THEN GOTO 950
980 m(a,b)=v
990 IF v=6 THEN POKE &A036,&A1:CALL &A000,a,b,v,a,b,v
1000 IF v=7 THEN POKE &A036,&A1:CALL &A000,a,b,v,a,b,v
1010 IF v=8 THEN POKE &A036,&A2:CALL &A000,a,b,v,a,b,v
1020 IF v=10 THEN POKE &A036,&A2:CALL &A000,a,b,v,a,b,v
1030 NEXT:uti=uti-1
1040 RETURN
1050 RESTORE 1060:FOR a=0 TO 15:READ b:INK a,b:NEXT
1060 DATA 1,24,0,3,2,4,7,9,10,15,5,6,11,12,26,16
1070 INK 15,6,24
1080 MEMORY &9FFF
1090 RESTORE 1120:FOR i=0 TO 80
1100 READ a$:POKE &A000+i,VAL("&"+a$)
1110 NEXT
1120 DATA 26,c0,dd,7e,0a,3d,87,87,6f,11,50,00,dd,46,08,05,19,10,f
d,dd,7e,06,cd,2f,a0,26,c0,dd,7e,04,3d,87,87,6f,11,50,00,dd,46,02,
05,19,10,fd,dd,7e,00,87,87,87,87,87,5f,16,a1,06,08,1a,77,13,23,1a
,77,13,23,1a,77,13,23,1a,77,13,78,01,fd
1130 DATA 07,09,47,10,E9,c9
1140 RESTORE 1150:FOR i=0 TO 415:READ j:POKE &A100+i,j:NEXT
1150 'HOMBRE DERECHA 0-1
1160 DATA 0,68,136,0,0,68,136,0,68,204,204,136,0,28,54,0,0,28,60,
40,0,28,60,0,0,20,40,0,0,252,252,0
1170 DATA 84,188,252,168,84,188,252,252,84,188,124,252,84,252,124
,252,0,252,252,168,0,69,138,0,0,69,138,0,0,4,12,0
1180 'BLANCO 2
1190 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0
1200 'MOSTRUO 3
1210 DATA 85,0,0,170,0,252,252,0,252,254,253,252,84,253,254,168,0
,252,252,0,84,84,168,168,84,84,168,168,168,168,84,84
1220 'HOMBRE IZQUIERDA 4-5
1230 DATA 0,68,136,0,0,68,136,0,68,204,204,136,0,56,44,0,20,60,44
,0,0,60,44,0,0,20,40,0,0,252,252,0
```

```
1240 DATA 84,252,124,168,252,252,124,168,252,188,124,168,252,188,
252,168,84,252,252,0,0,69,138,0,0,69,138,0,0,12,8,0
1250 'UVA 6
1260 DATA 68,136,204,136,136,68,0,68,0,168,243,0,84,84,81,162,168
,168,168,168,84,84,84,0,0,168,168,0,0,84,0,0
1270 'CIRUELA 7
1280 DATA 0,0,136,204,0,0,204,0,0,0,136,0,0,81,243,0,0,243,249,16
2,0,243,249,162,0,243,246,162,0,81,243,0
1290 'CEREZAS 8
1300 DATA 0,0,136,0,0,0,136,0,0,68,68,0,0,136,68,0,68,0,0,136,207
,138,69,207,158,138,158,109,69,0,69,138
1310 'ladrillo 9
1320 DATA 204,204,204,204,207,206,207,207,207,206,207,207,204,204
,204,204,204,204,204,204,207,207,205,207,207,207,205,207,204,204,
204,204
1330 'BOTELLA 10
1340 DATA 0,3,2,0,0,1,0,0,0,1,0,0,0,3,2,0,1,63,43,0,1,63,43,0,1,5
1,35,0,1,51,35,0
1350 'HUESOS 11
1360 DATA 21,0,0,42,63,0,0,63,0,42,21,0,0,21,42,0,0,21,42,0,0,42,
21,0,63,0,0,63,21,0,0,42
1370 'CALAVERA 12
1380 DATA 0,0,0,0,21,63,63,42,63,63,63,63,63,29,46,63,21,63,63,42
,21,63,63,42,0,46,29,0,0,63,63,0
1390 RETURN
1400 'muerto
1410 vidas=vidas-1:pantalla=pantalla-1:IF pantalla<1 THEN pantall
a=0
1420 RESTORE 1480
1430 FOR i=1 TO 6:READ j:SOUND 1,j,20,12:NEXT
1440 SOUND 1,478,100,12
1450 IF vidas=0 THEN LOCATE 5,12:PEN 1:PRINT CHR$(22);CHR$(1);"AR
RGGGG....!!";CHR$(22);CHR$(0)
1460 FOR I=1 TO 3000:NEXT
1470 RETURN
1480 DATA 956,758,638,851,716,568
1490 'BORRAR LA PANTALLA
1500 FOR I=1 TO 2000:NEXT
1510 RESTORE 1560
1520 FOR I=1 TO 15:READ J:SOUND 1,J,20,12:NEXT
1530 SOUND 1,119,100,12
1540 FOR I=1 TO 3000:NEXT
1550 RETURN
1560 DATA 60,63,60,63,60,71,63,80,71,89,80,95,89,106,95
1570 MODE 0:PEN 1:LOCATE 5,2:PRINT"TRAGONCETE":PRINT:PRINT" Ayuda
 a tragoncete a comerse toda la   fruta y beberse la  limonada.
1580 PRINT:PRINT:PRINT"  Los [FANIS] se lo impediran.
1590 PEN 2:PRINT:PRINT:PRINT"TECLAS CURSOR.":PRINT:PEN 3:PRINT"PU
LSA TECLA"
1600 CALL &BB18
1610 MODE 1:INK 0,13:INK 1,26:INK 2,20:INK 3,2
1620 DRAW 0,398,1:DRAW 638,398:DRAW 638,0:DRAW 0,0
1630 PEN 3:LOCATE 11,10:PRINT"PANTALLA NUMERO";PANTALLA+1
1640 PEN 1:LOCATE 7,15:PRINT"Pulsa una tecla para empezar"
1650 RESTORE 1760
1660 a$=CHR$(164)+" JOSE VICENTE PONS....."
1670 B$=A$
```

```
1680 SOUND 2,239,10000,10:SOUND 4,319,10000,10
1690 WHILE INKEY$<>"":WEND
1700 WHILE INKEY$="":READ J:IF J=0 THEN RESTORE 1760:READ J
1710 SOUND 1,J,15,12:LOCATE 6,24:PRINT MID$(B$,1,30):B$=MID$(B$,2
):IF LEN (B$)<28 THEN B$=B$+A$
1720 WEND
1730 SOUND 129,0,0,0:SOUND 130,0,0,0:SOUND 132,0,0,0
1740 S=FRE("")
1750 RUN 20
1760 DATA 60,63,60,63,71,63,71,80,71,80,89,80,89,95,89,95,106,95,
106,119,106
1770 DATA 239,213,190,179,159,142,127,119,190,179,159,142,127,119
,106,95,159,142,127,119,106,95,89,80,0
```

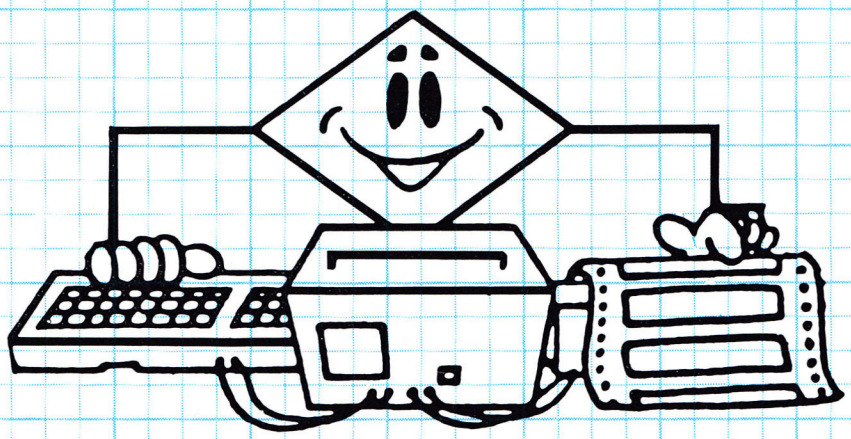


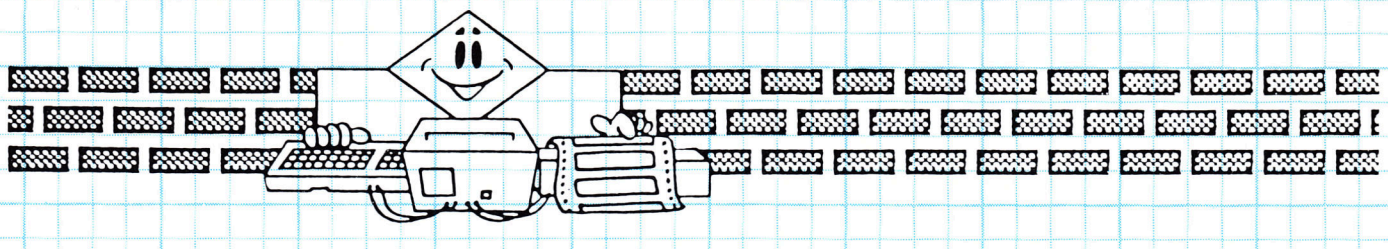
POLICE

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="POLICE":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
```

```
270 IF B$="SA" THEN CALL SACA:SAVE A$,B,49152,16384:SOUND 1,200:C
ALL METE
280 IF B$="LD" THEN A$=A$+"BIN":LOAD A$,49152:SOUND 1,100:CALL ME
TE
290 IF B$="MO" THEN M=VAL(A$):MODE M:m=(1 AND m=2)+(2 AND m=1)+(4
 AND m=0)
300 IF B$="BO" THEN BORDER VAL(A$)
310 IF b$="TI" THEN MOVE X,Y,VAL(A$)
320 IF B$="DT" THEN INPUT "COLOR:";CO:INK VAL(A$),CO
330 IF B$="CI" THEN R=VAL(A$):GOSUB 380
340 IF B$="CL" THEN CALL SACA:CLG:CALL METE
350 IF b$="IN" THEN GOSUB 430
360 REM
370 CALL SACA:RETURN
380 REM -CIRCULO-
390 CALL SACA:DEG:XO=X-N:YO=Y-8:ORIGIN XO,YO:FOR A=0 TO 360 STEP
10
400 B=A-10:PLOT R*COS(B),R*SIN(B)
410 DRAW R*COS(A),R*SIN(A)
420 NEXT A:ORIGIN 0,0:CALL METE:RETURN
430 PEN 1:INK 1,26:MODE 2
440 PRINT"--- DIBUJO --- AUTOR: ANGEL GARCIA DELGADO --- G.T.S. -
-- 1986 ----------------"
450 PRINT:PRINT"* MOVIMIENTO LAPIZ, CON LAS TECLAS DEL CURSOR"
460 PRINT:PRINT"* Z. DIBUJA UN PUNTO"
470 PRINT:PRINT"* SPACE. TRAZA UNA LINEA DESDE EL ULTIMO PTO. TRA
ZADO HASTA LA POSICION ACTUAL"
480 PRINT:PRINT"* TAB. ACCEDE AL MODO COMANDO, DONDE DISPONES DE
LAS SIGUIENTES INSTRUCCIONES:"
490 PRINT:PRINT"      MO X. FIJAR EL MODO DE PANTALLA (0,1 o 2)"
500 PRINT"      TI X. SALECCIONA LA TINTA EN CURSO (0-15),(0=BORRA
R)"
510 PRINT"      CI X. TRAZA UN CIRCULO, CON CENTRO EN EL CURSOR Y
RADIO X"
520 PRINT"      DT X. DEFINE EL TINTERO DE LA PLUMA X"
530 PRINT"      SA NOMBRE. GRABA LA PANTALLA CON EL NOMBRE 'NOMBRE
'"
540 PRINT"      LD NOMBRE. CARGA UNA PANTALLA"
550 PRINT"      CL. BORRA LA PANTALLA"
560 PRINT"      BO X. PONE EL BORDE DEL COLOR X"
570 PRINT"      IN. IMPRIME ESTA PAGINA DE INSTRUCCIONES"
580 REM
590 PRINT:PRINT:PRINT"-------------------- PULSA -S- PARA CONTINU
AR ----------------------------------------"
600 IF INKEY(60)<>0 THEN 600
610 MODE M:RETURN
620 REM SUBRUTINAS C.M.: S-9000 L-9045 I-20100 O-20150
630 DATA 17,0,79,33,0,192,1,0,64,237,176,201
640 RESTORE 630:FOR a=20100 TO 20111:READ b:POKE a,b:NEXT a
650 DATA 17,0,192,33,0,79,1,0,64,237,176,201
660 RESTORE 650:FOR a=20150 TO 20161:READ b:POKE a,b:NEXT a
670 SYMBOL AFTER 160:SYMBOL 160,0,0,15,63,227,63,15,0
680 RETURN
```

```
800 PRINT"a a a a aaaaaaaa aaaaa aaaaa a a a a a";
810 PRINT"a a a a           a   a a   a a a a a a";
820 PRINT"a     aaaaa aa a a aaa a a a a a a a a";
830 PRINT"a a a     a aa a a     a a a a a a a a";
840 PRINT"a a aaaaa aaaaaa aaaaaaa a aaa a a a a";
850 PRINT"a a                               a a a a";
860 PRINT"a aaaaaaaaaaaaaaaaaaaaaaaaaaaaaa aaa a";
870 PRINT"a                                 a     a";
880 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
890 RETURN
900 DATA 205,96,187,50,47,117,201
910 RESTORE 900
920 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
930 SYMBOL AFTER 97
940 SYMBOL 97,0,127,127,127,0,247,247,247
950 SYMBOL 98,156,190,157,73,62,28,20,54
960 SYMBOL 99,28,28,8,62,93,221,212,54
970 SYMBOL 100,74,0,34,136,33,136,1,36
980 RETURN
990 MODE 1:LOCATE 1,5:A$="EL LADRON HA LOGRADO ESCAPARSE":GOSUB 2
40:A$="DEL POLICIA":GOSUB 240:PRINT:A$="GANA EL LADRON":GOSUB 240
1000 GOTO 1010
1010 REM *** GAME OVER ***
1020 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:
NEXT B:NEXT A
1030 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1040 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1050 PEN 1:LOCATE 4,12:PRINT"TIEMPO:";USING "######";T
1060 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1070 FOR A=1 TO 50:A$=INKEY$:NEXT A
1080 PEN 1
1090 IF INKEY(60)=0 THEN RUN 220
1100 IF INKEY(46)=0 THEN CALL 0
1110 GOTO 1090
```

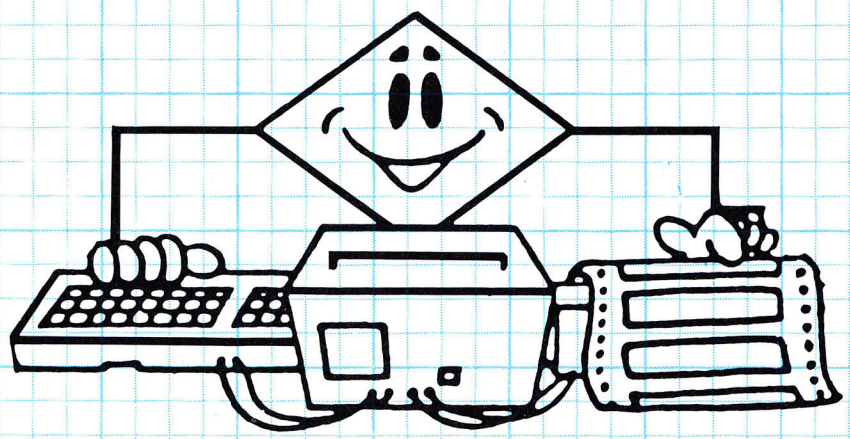


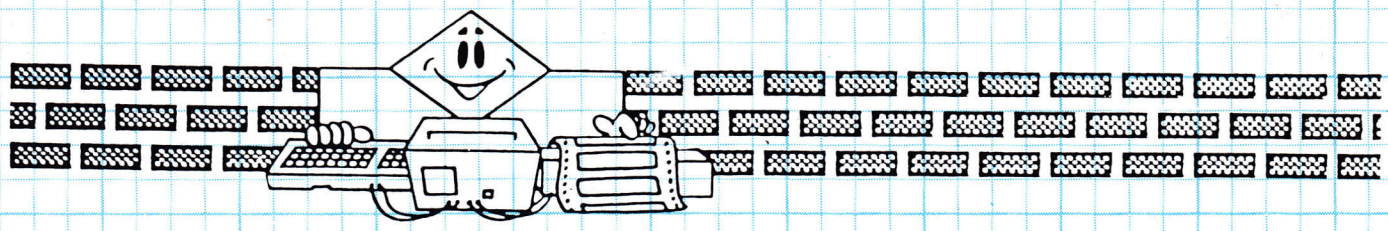


ROTULOS

```
10 REM ** DEFINICION DE CARACTERES **
20 SYMBOL AFTER 65
30 SYMBOL 65,0,56,68,146,170,170,170,186
40 SYMBOL 66,0,248,132,178,170,170,178,132
50 SYMBOL 67,0,56,68,146,170,174,160,160
60 SYMBOL 68,0,248,132,178,170,170,170,170
70 SYMBOL 69,0,254,130,186,174,160,188,132
80 SYMBOL 70,0,254,130,186,170,174,160,188
90 SYMBOL 71,0,56,68,146,170,174,160,174
100 SYMBOL 81,0,56,68,146,170,170,170,170
110 SYMBOL 72,0,238,170,170,170,170,186,130
120 SYMBOL 82,0,248,132,178,170,170,170,178
130 SYMBOL 73,0,254,130,238,40,40,40,40
140 SYMBOL 83,0,56,68,146,174,160,160,156
150 SYMBOL 74,0,30,18,26,10,10,10,10
160 SYMBOL 84,0,254,130,238,40,40,40,40
170 SYMBOL 75,0,226,166,170,178,164,136,144
180 SYMBOL 85,0,238,170,170,170,170,170,170
190 SYMBOL 76,0,224,160,160,160,160,160,160
200 SYMBOL 86,0,238,170,170,170,170,170,170
210 SYMBOL 77,0,238,186,146,130,170,186,170
220 SYMBOL 87,0,238,170,170,170,170,170,170
230 SYMBOL 97,130,186,170,170,170,170,238,0
240 SYMBOL 78,0,238,170,170,154,138,130,162
250 SYMBOL 88,0,238,170,170,170,170,186,84
260 SYMBOL 98,178,170,170,170,178,132,248,0
270 SYMBOL 79,0,56,68,146,170,170,170,170
```

```
80 SYMBOL 89,0,238,170,170,170,170,186,84
90 SYMBOL 99,160,160,174,170,146,68,56,0
00 SYMBOL 80,0,248,132,178,170,170,170,178
10 SYMBOL 90,0,254,130,250,10,10,20,40
20 SYMBOL 100,170,170,170,170,178,132,248,0
30 SYMBOL 101,188,160,174,170,186,130,254,0
40 SYMBOL 102,132,188,160,160,160,160,224,0
50 SYMBOL 111,170,170,170,170,146,68,56,0
60 SYMBOL 103,178,170,170,170,146,68,56,0
70 SYMBOL 112,132,184,160,160,160,160,224,0
80 SYMBOL 104,186,170,170,170,170,170,238,0
90 SYMBOL 113,170,186,170,164,146,74,54,0
00 SYMBOL 105,40,40,40,40,238,130,254,0
10 SYMBOL 114,132,168,180,180,170,170,230,0
20 SYMBOL 106,234,170,170,170,146,68,56,0
30 SYMBOL 115,68,50,10,234,146,68,56,0
40 SYMBOL 107,136,164,178,170,170,170,238,0
50 SYMBOL 116,40,40,40,40,40,40,56,0
60 SYMBOL 108,160,160,160,160,190,130,254,0
70 SYMBOL 117,170,170,170,170,146,68,56,0
80 SYMBOL 109,170,170,170,170,170,170,238,0
90 SYMBOL 118,170,146,84,68,40,40,16,0
00 SYMBOL 110,178,178,170,170,170,170,238,0
10 SYMBOL 119,170,170,186,170,130,84,108,0
20 SYMBOL 120,84,170,170,170,170,170,238,0
30 SYMBOL 121,68,40,40,40,40,40,56,0
40 SYMBOL 122,40,80,80,160,190,130,254,0
50 REM ******************************
60 INK 0,0:BORDER 0:INK 1,26:INK 2,8:MODE 1
70 READ T$:IF T$="F" THEN 620
80 GOSUB 650
90 GOTO 570
00 DATA DEMOSTRACION DE LA RUTINA DE ROTULOS,PARA USARLA CARGA E
N T$ LA FRASE Y HAZ,GOSUB A LA RUTINA CENTRA TEXTO
10 DATA LA RUTINA NO MANEJA, NI NUMEROS  NI SIMBOLOS GRAFICOS,"
",PULSA -S- PARA ACABAR,F
20 IF INKEY(60)<>0 THEN 620
30 SOUND 1,100,50:DELETE 560-640
40 REM
50 REM ** RUTINA CENTRA TEXTO **
60 PRINT TAB (20-LEN (T$)/2);UPPER$ (T$):PRINT TAB (20-LEN (T$),
2);LOWER$ (T$):PRINT
70 RETURN
80 REM ************************
```





PIRAMIDE

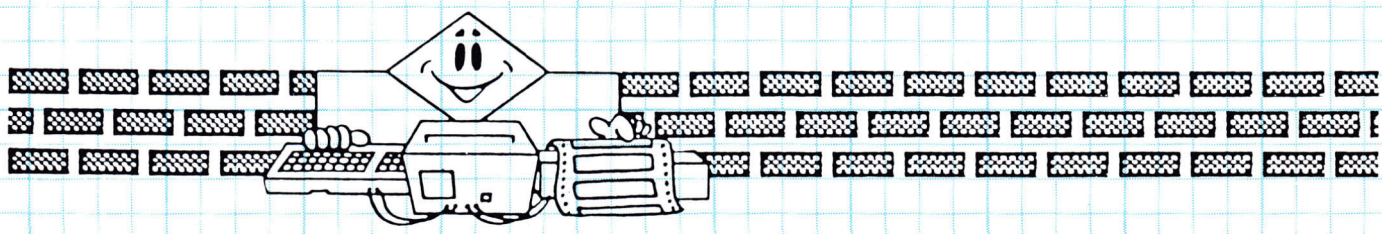
```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PIRAMIDE":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
```

```
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PIRAMIDE >>":GOSUB 240:PRINT
300 A$="ALCANZA LA CIMA DE LA PIRAMIDE":GOSUB 240:A$="RECOGIENDO
LOS TESOROS, PERO SIN":GOSUB 240:A$="CHOCAR CONTRA EL FANTASMA":G
OSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA":GOSUB 240:A$="
A. ABAJO":GOSUB 240:A$="O. IZQUIERDA":GOSUB 240:A$="P. DERECHA":G
OSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 970
350 PAPER 0:BORDER 0:INK 0,0:MODE 1
360 INK 1,26:INK 2,15:INK 3,18
370 WINDOW #1,2,39,1,1:WINDOW 1,40,4,25
380 P=0:V=3:GOSUB 730
390 PEN 2:GOSUB 760
400 x=19:y=20:XB=X:YB=Y
410 XM=7:YM=20:BX=XM:BY=YM
420 IF NOT INKEY(67) THEN X=X-1
430 IF NOT INKEY(69) THEN X=X+1
440 IF NOT INKEY(34) THEN Y=Y-1
450 IF NOT INKEY(27) THEN Y=Y+1
460 LOCATE Y,X:CALL 30000:C=PEEK(29999)
470 IF C=97 THEN X=XB:Y=YB
480 IF C=98 THEN 1070
490 IF C=101 OR C=100 THEN P=P+75:GOSUB 730
500 PEN 1:LOCATE YB,XB:PRINT" ";:LOCATE Y,X:PRINT CHR$(248+RND*3)
;
510 xb=x:yb=y
520 IF xm<x THEN xm=xm+1
530 IF xm>x THEN xm=xm-1
540 LOCATE ym,xm:CALL 30000:C=PEEK(29999)
550 IF C<>32 THEN XM=BX
560 IF ym<y THEN ym=ym+0.5
570 IF ym>y THEN ym=ym-0.5
580 LOCATE YM,XM:CALL 30000:C=PEEK(29999)
590 IF C>247 THEN 1070
600 IF C=98 THEN BY=YM
610 IF C<>32 THEN YM=BY
620 PEN 3:LOCATE BY,BX:PRINT" ";:LOCATE YM,XM:PRINT"b";
630 BX=XM:BY=YM
640 IF x=5 THEN 660
650 GOTO 420
660 ENT 1,10,-2,1:FOR A=1 TO 100:SOUND 1,A,10,15,0,1:NEXT
670 MODE 1:LOCATE 1,5:A$="LO CONSEGUISTE !!!":GOSUB 240
680 A$="ALCANZASTE LA CIMA DE LA PIRAMIDE":GOSUB 240
690 PRINT:A$="BONO DE 5000 PUNTOS":GOSUB 240
700 P=P+5000:SOUND 2,50,5,15,0,0,31:GOSUB 730
710 GOTO 1070
720 GOTO 720
730 LOCATE #1,14,1:PRINT#1,"PUNTOS:";P
740 IF V<1 THEN 1070
750 RETURN
760 PRINT"                    aa                    ";
770 PRINT"    a              aaaa                   ";
780 PRINT"   aaa            aa  aa                  ";
790 PRINT"  a aaa          aa    aa            a    ";
```

```
800 PRINT" a  aaaa        aa       aa          aaa    ";
810 PRINT"a    aaaa     aaaaaa  aaaa        a aaa   ";
820 PRINT"     aaaaa   aa          eaa      a   aaa ";
830 PRINT"     aaaaaa aaaa  aaaaaaaaaa   a      aaa";
840 PRINT"      aaaa aa d              aa a       aaa";
850 PRINT"      aaa aaaaaaaaaaaa  aaaaa a       aa";
860 PRINT"aaaaaaaa aa                  d aa a       a";
870 PRINT"        aaaa  aaaaaaaaaaaaaaaaaa aaaaaaa";
880 PRINT" a  a  aa e                        aa        ";
890 PRINT"      aaaaaaaaaaa  aaaaaaaaaaaaaa  a    ";
900 PRINT"a a  aa                            eaa     a";
910 PRINT"    aaaaa  aaaaaaaaaaaaaaaaaa  aaaaa a   ";
920 PRINT"   aa d                                aa  a";
930 PRINT"  aaaaaaaaaaaaaaaaaaaaaa  aaaaaaaaaaaa   ";
940 PRINT" aa e                                  d aa  ";
950 PRINT"aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa";
960 RETURN
970 DATA 205,96,187,50,47,117,201
980 RESTORE 970
990 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
1000 SYMBOL AFTER 97
1010 SYMBOL 97,124,190,254,190,214,174,84,0
1020 SYMBOL 98,124,146,218,254,254,170,170,0
1030 SYMBOL 99,8,161,4,160,9,64,17,68
1040 SYMBOL 100,8,20,20,73,127,73,8,28
1050 SYMBOL 101,0,0,62,46,46,20,8,62
1060 RETURN
1070 REM *** GAME OVER ***
1080 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:
NEXT B:NEXT A
1090 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
1100 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
1110 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
1120 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
1130 FOR A=1 TO 50:A$=INKEY$:NEXT A
1140 PEN 1
1150 IF INKEY(60)=0 THEN RUN 220
1160 IF INKEY(46)=0 THEN CALL 0
1170 GOTO 1150
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PENALTI":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
```

```
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PENALTI >>":GOSUB 240:PRINT
300 A$="PROCURA COLAR EL BALON":GOSUB 240:A$="EN LA PORTERIA, SIN
":GOSUB 240:A$="QUE EL PORTERO LA RECOJA":GOSUB 240
310 PRINT:A$="PARA LANZAR EL BALON":GOSUB 240:A$="PULSA LA TECLA
SPACE":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 P=0:FA=0:INK 0,18:INK 1,0:INK 2,26:INK 3,8
350 PAPER 0:BORDER 18
360 MODE 1:GOSUB 730
370 WINDOW #1,1,40,24,24:GOSUB 700
380 WINDOW #2,1,40,21,21
390 A$="PULSA SPACE PARA DISPARAR":GOSUB 680
400 x=17:y=20
410 yP=16+INT(RND*9):D=1:DP=-1
420 LOCATE YP,5:PRINT"a":LOCATE YP,6:PRINT"b"
430 LOCATE Y,X:PRINT" ":
440 Y=Y+D:IF Y>35 THEN D=-1
450 IF Y<5 THEN D=1
460 LOCATE Y,X:PRINT"c":CALL &BD19
470 IF NOT INKEY(47) THEN 490
480 GOTO 430
490 FOR A=100 TO 200 STEP 6:SOUND 1,A,1:NEXT
500 LOCATE YP,5:PRINT" ":LOCATE YP,6:PRINT" "
510 YP=YP+DP:IF YP>24 THEN DP=-1
520 IF YP<16 THEN DP=1
530 LOCATE YP,5:PRINT"a":LOCATE YP,6:PRINT"b"
540 LOCATE Y,X:PRINT" ":X=X-1:IF X<4 THEN 580
550 LOCATE Y,X:PRINT CHR$(192-X/7);
560 IF X=5 OR X=6 THEN IF Y=YP THEN 630
570 GOTO 500
580 GOSUB 730:IF Y<15 OR Y>26 THEN 650
590 ENT 1,20,-3,1:SOUND 1,100,15,15,0,1
600 P=P+15:GOSUB 700
610 A$="GOOOOL.............":FOR N=1 TO 4:GOSUB 680:NEXT
620 GOTO 360
630 GOSUB 730:SOUND 2,100,5,15,0,0,31:A$="PARADA DEL PORTERO":GOS
UB 680
640 GOTO 660
650 SOUND 4,300:A$="LA PELOTA HA SALIDO FUERA":GOSUB 680
660 FOR A=1 TO 100:NEXT:FA=FA+1:GOSUB 700
670 FOR A=1 TO 600:NEXT:GOTO 360
680 CLS #2:PRINT#2,TAB(20-LEN (A$)/2);
690 FOR A=1 TO LEN (A$):PRINT #2,MID$(A$,A,1);CHR$(7);:NEXT:RETUR
N
700 LOCATE #1,5,1:PRINT#1,"PUNTOS:";P:LOCATE #1,26,1:PRINT#1,"FAL
LOS:";FA
```

```
710 IF FA>4 THEN 860
720 RETURN
730 PLOT 0,250,2:DRAW 100,300:DRAW 530,300:DRAW 630,250
740 PLOT 150,300:DRAW 0,100:DRAW 630,100:DRAW 480,300
750 PLOT 180,300:DRAW 80,150:DRAW 550,150:DRAW 450,300
760 PLOT 214,302,3:DRAW 214,380:DRAW 630-214,380:DRAW 630-214,302
770 PLOT 210,302:DRAW 210,384:DRAW 630-210,384:DRAW 630-210,302
780 RETURN
790 SYMBOL AFTER 97
800 SYMBOL 97,60,126,90,126,60,24,126,255
810 SYMBOL 98,189,189,189,60,36,36,102,231
820 SYMBOL 99,60,126,255,255,255,255,126,60
830 SYMBOL 100,0,60,126,126,126,126,60,0
840 SYMBOL 101,0,0,24,60,60,24,0,0
850 RETURN
860 REM *** GAME OVER ***
870 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
880 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
890 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
900 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
910 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
920 FOR A=1 TO 50:A$=INKEY$:NEXT A
930 PEN 1
940 IF INKEY(60)=0 THEN RUN 220
950 IF INKEY(46)=0 THEN CALL 0
960 GOTO 940
```

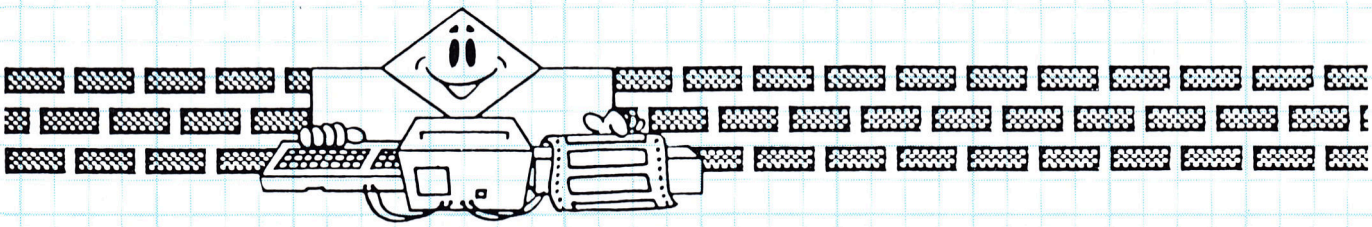


PARACA

```
10 REM ******** PARACA ********
20 REM * ANGEL GARCIA DELGADO *
30 REM ******** G.T.S. ********
40 REM
50 MODE 0
60 INK 0,0:INK 1,26:INK 2,7:INK 3,18
70 PAPER 0:BORDER 0
80 ORIGIN 318,210
90 FOR a=0 TO 2*PI STEP PI/70
100 PLOT 0,0,2
110 DRAW 300*COS(a),150*SIN(a)
120 DRAWR 0,30*SIN(a),3
130 NEXT a
140 PRINT CHR$(22)+CHR$(1);
150 LOCATE 8,12
```

```
160 PRINT "PARACA"
170 PRINT CHR$(22)+CHR$(0);
180 INK 2,7,0:INK 3,0,18
190 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
200 INK 2,18,7:INK 3,7,18
210 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
220 INK 2,7:INK 3,18
230 FOR a=1 TO 500:NEXT a
240 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
250 MODE 1
260 GOTO 310
270 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
280 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
290 NEXT a
300 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
310 REM *** INICIO DEL PROGRAMA ***
320 A$="<< PARACA >>":GOSUB 270
330 PRINT:A$="RESCATA A LOS PARACAIDISTAS":GOSUB 270:A$="Y DESTRU
YE LAS BOMBAS":GOSUB 270:A$="QUE LANZA EL AVION":GOSUB 270:PRINT:
A$="CONTROLES:":GOSUB 270:A$="CURSOR >. DERECHA":GOSUB 270:A$="CU
RSOR <. IZQUIERDA":GOSUB 270:PRINT:A$="PULSA -S- PARA EMPEZA
340 GOSUB 270
350 IF INKEY(60)<>0 THEN 350
360 GOSUB 700
370 INK 0,26:PAPER 0:BORDER 26:MODE 0
380 INK 1,1:INK 2,10
390 INK 3,2:INK 4,6:INK 5,15
400 WINDOW #1,1,20,1,3:WINDOW 1,20,4,20:WINDOW #2,1,20,21,25:PAPE
R #2,2:CLS #2
410 P=0:FA=0:GOSUB 670
420 YA=1:PA=0:BO=0:Y=10
430 D=0
440 IF NOT INKEY(8) THEN Y=Y-1:IF Y<1 THEN Y=1
450 IF NOT INKEY(1) THEN Y=Y+1:IF Y>17 THEN Y=17
460 PEN 3:LOCATE Y,17:PRINT" bc ";
470 YA=YA+1:IF YA>18 THEN LOCATE 19,1:PRINT"  ";:YA=1
480 PEN 1:LOCATE YA,1:PRINT" hi"
490 IF D=0 AND NOT INKEY(47) THEN D=1:XD=16:YD=Y+2:SOUND 1,100,10
,15,0,0,31
500 IF D=1 THEN LOCATE YD,XD:PRINT" ":XD=XD-1:IF XD<2 THEN D=0
510 IF D=1 THEN LOCATE YD,XD:PRINT"d"
520 IF PA=0 THEN IF YA>3 AND YA<17 THEN IF RND>0.95 THEN PA=1:XP=
530 IF PA=0 THEN 580
540 LOCATE YP,XP:PRINT" ":XP=XP+1
550 IF XP=17 AND YP=Y+1 THEN SOUND 1,10,10:P=P+5:GOSUB 670:PA=0:G
OTO 580
560 IF XP>17 THEN PA=0:FA=FA+1:SOUND 4,300,15,15,0,0,31:GOSUB 670
:GOTO 580
570 PEN 4:LOCATE YP,XP:PRINT"e"
580 IF BO=0 THEN IF YA>3 AND YA<17 THEN IF RND>0.95 THEN BO=1:XB=
2:YB=YA+1:SOUND 2,100,5
590 IF BO=0 THEN 650
600 LOCATE YB,XB:PRINT" ":XB=XB+1
610 IF XB=17 AND YB=Y+2 THEN SOUND 1,100,10,15,0,0,31:P=P+10:GOSU
B 670:BO=0:GOTO 650
620 IF XB>17 THEN BO=0:FA=FA+1:SOUND 4,300,15,15,0,0,31:GOSUB 670
:GOTO 650
```

```
630 PEN 5:LOCATE YB,XB:PRINT"f"
640 IF D=1 AND YB=YD THEN IF XB=XD OR XB=XD+1 THEN LOCATE YB,XB:P
RINT"g";:LOCATE XD,YD:PRINT" ";:SOUND 1,75,15,15,0,0,31:P=P+10:GO
SUB 670:D=0:BO=0:LOCATE YB,XB:PRINT" ";
650 REM
660 GOTO 440
670 LOCATE #1,2,2:PRINT#1,"PT:";P:LOCATE #1,13,2:PRIN #1,"FA:";FA
680 IF FA>4 THEN 810
690 RETURN
700 SYMBOL AFTER 97
710 SYMBOL 97,255,193,225,241,249,253,255,255
720 SYMBOL 98,0,0,0,0,128,193,227,255
730 SYMBOL 99,24,36,44,44,255,255,255,255
740 SYMBOL 100,0,24,24,24,24,24,24,0
750 SYMBOL 101,60,70,191,193,90,60,24,36
760 SYMBOL 102,40,56,16,56,56,56,56,16
770 SYMBOL 103,68,17,0,170,0,149,0,36
780 SYMBOL 104,0,128,192,225,243,255,63,0
790 SYMBOL 105,0,0,192,34,250,255,250,2
800 RETURN
810 REM *** GAME OVER ***
820 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
830 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
840 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
850 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
860 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
870 FOR A=1 TO 50:A$=INKEY$:NEXT A
880 PEN 1
890 IF INKEY(60)=0 THEN RUN 250
900 IF INKEY(46)=0 THEN CALL 0
910 GOTO 890
```

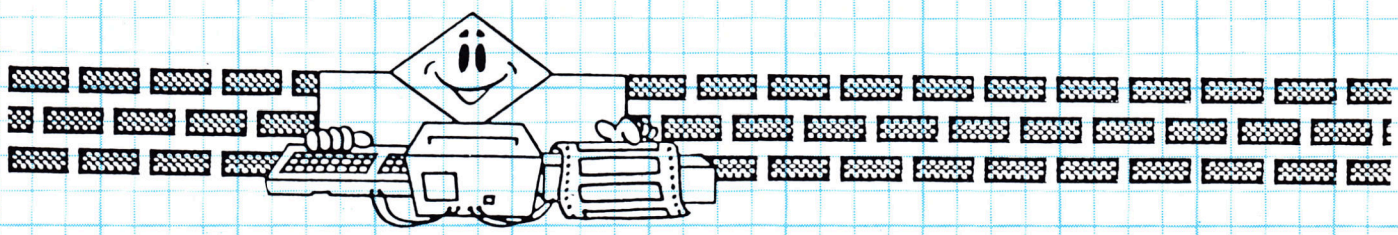


PALABRAS

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
```

```
110 PRINT CHR$(22)+CHR$(1);
120 A$="PALABRAS":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PALABRAS >>":GOSUB 240:PRINT
300 A$="REUNE LAS LETRAS DE LA PANTALLA":GOSUB 240:A$="EN EL ORDE
N CORRECTO, PARA FORMAR":GOSUB 240:A$="LA PALABRA QUE SE TE MUEST
RA":GOSUB 240
310 PRINT:A$="CONTROLES:":GOSUB 240:A$="Q. ARRIBA":GOSUB 240:A$="
A. ABAJO":GOSUB 240:A$="O. IZQUIERDA":GOSUB 240:A$="P. DERECHA":G
OSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 GOSUB 600
350 INK 0,0:PAPER 0:BORDER 0:MODE 1
360 INK 1,26:INK 2,8
370 RESTORE 590:FOR A=1 TO 1+INT(RND*14):READ T$:NEXT
380 PEN 2:LOCATE 1,8:A$="LA PALABRA ES:":PEN 1:GOSUB 240:A$=T$:GO
SUB 240
390 FOR A=1 TO 2000:NEXT
400 PEN 2:FOR A=1 TO 25:PRINT STRING$(40,"a");:NEXT
410 WINDOW #1,2,39,2,4:WINDOW #2,3,38,3,3:WINDOW 2,39,6,24:CLS #1
:CLS:CLS #2
420 PEN 1:FOR A=1 TO LEN (T$)
430 Y=1+INT(RND*38):X=1+INT(RND*18):IF X=10 AND Y=19 THEN 430
440 LOCATE Y,X:CALL 30000:IF PEEK(29999)=32 THEN PRINT MID$(T$,A,
1); ELSE 430
450 NEXT
460 X=10:Y=10:XB=X:YB=Y
470 IF NOT INKEY(67) THEN X=X-1:IF X<1 THEN X=1
480 IF NOT INKEY(69) THEN X=X+1:IF X>19 THEN X=19
490 IF NOT INKEY(34) THEN Y=Y-1:IF Y<1 THEN Y=1
500 IF NOT INKEY(27) THEN Y=Y+1:IF Y>38 THEN  Y=38
510 LOCATE Y,X:CALL 30000:C=PEEK(29999)
520 IF C>64 AND C<91 THEN R$=R$+CHR$(C):P=P+5:PRINT#2,R$:FOR A=10
0 TO 200 STEP 4:SOUND 1,A,1:NEXT:IF LEN(R$)=LEN(T$) THEN 560
530 IF C=99 THEN IF X<>XB OR Y<>YB THEN GOTO 710
540 LOCATE YB,XB:PRINT "c";:LOCATE Y,X:PRINT"b";:yb=y:XB=X
550 GOTO 470
560 CLS:LOCATE 1,5:IF T$=R$ THEN PRINT " CORRECTO !!!":PRINT:PRIN
T" BONO DE 5000 PUNTOS":FOR A=1 TO 400:SOUND 1,A,1,15:NEXT:P=P+5000
570 IF T$<>R$ THEN PRINT" INCORRECTO....":PRINT:PRINT" LA PALABRA
 ES: ";T$
```

```
580 GOTO 710
590 DATA AMSTRAD,ESTERNOCLEIDOMASTOIDEO,CORAZON,UNIDAD,PORTAVIONE
S,PENICILINA,CUCHARADA,CARACOL,SALAMANDRA,HIBRIDACION,ORBITAL,CEL
ULA,IMPRESORA,MICROORDENADOR
600 DATA 205,96,187,50,47,117,201
610 RESTORE 600
620 FOR a=30000 TO 30006:READ b:POKE a,b:NEXT a
630 SYMBOL AFTER 97
640 SYMBOL 97,0,239,239,239,0,254,254,254
650 SYMBOL 98,60,126,153,189,255,195,102,60
660 SYMBOL 99,0,0,36,0,0,36,0,0
670 RETURN
680 SYMBOL 97,0,239,239,239,0,254,254,254
690 SYMBOL 98,60,126,153,189,255,195,102,60
700 SYMBOL 99,0,0,36,0,0,36,0,0
710 REM *** GAME OVER ***
720 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
730 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
740 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
750 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
760 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
770 FOR A=1 TO 50:A$=INKEY$:NEXT A
780 PEN 1
790 IF INKEY(60)=0 THEN RUN 220
800 IF INKEY(46)=0 THEN CALL 0
810 GOTO 790
```

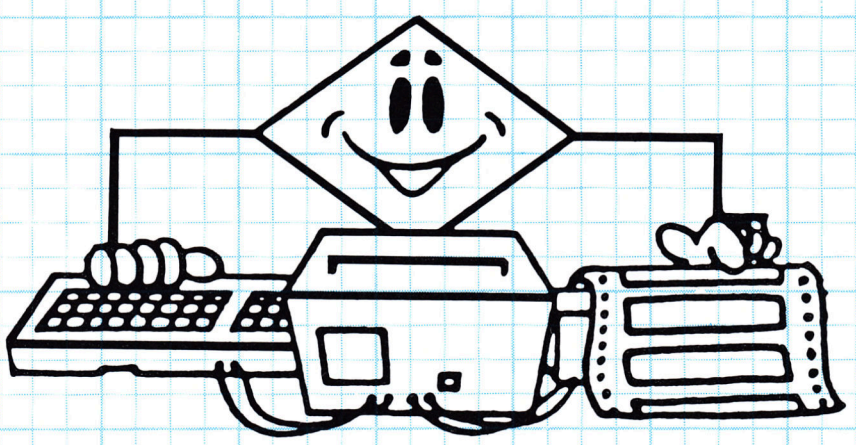


PENALTI

```
10 REM * ANGEL GARCIA DELGADO *
20 MODE 0
30 INK 0,0:INK 1,26:INK 2,7:INK 3,18
40 PAPER 0:BORDER 0
50 ORIGIN 318,210
60 FOR a=0 TO 2*PI STEP PI/70
```

```
70 PLOT 0,0,2
80 DRAW 300*COS(a),150*SIN(a)
90 DRAWR 0,30*SIN(a),3
100 NEXT a
110 PRINT CHR$(22)+CHR$(1);
120 A$="PENALTI":A=11-(0.5*(LEN(A$)))
130 LOCATE A,12:PRINT A$;
140 PRINT CHR$(22)+CHR$(0);
150 INK 2,7,0:INK 3,0,18
160 FOR a=1 TO 300:SOUND 1,a,1,15:NEXT a
170 INK 2,18,7:INK 3,7,18
180 FOR a=300 TO 1 STEP -2:SOUND 1,a,1:SOUND 2,a*2,1:NEXT a
190 INK 2,7:INK 3,18
200 FOR a=1 TO 500:NEXT a
210 FOR a=0 TO 50:PRINT CHR$(7):FOR b=1 TO 50:NEXT b:NEXT a
220 MODE 1
230 GOTO 280
240 PRINT TAB(20-LEN(a$)/2):FOR a=1 TO LEN(a$)
250 b$=MID$(a$,a,1):PRINT b$;:IF b$<>" " THEN PRINT CHR$(7);
260 NEXT a
270 PRINT:PRINT:FOR a=1 TO 200:NEXT a:RETURN
280 REM *** INICIO DEL PROGRAMA ***
290 a$="<< PENALTI >>":GOSUB 240:PRINT
300 A$="PROCURA COLAR EL BALON":GOSUB 240:A$="EN LA PORTERIA, SIN
":GOSUB 240:A$="QUE EL PORTERO LA RECOJA":GOSUB 240
310 PRINT:A$="PARA LANZAR EL BALON":GOSUB 240:A$="PULSA LA TECLA
SPACE":GOSUB 240
320 PRINT:a$="PULSA -S- PARA EMPEZAR":GOSUB 240
330 IF INKEY(60)<>0 THEN 330
340 P=0:FA=0:INK 0,18:INK 1,0:INK 2,26:INK 3,8
350 PAPER 0:BORDER 18
360 MODE 1:GOSUB 730
370 WINDOW #1,1,40,24,24:GOSUB 700
380 WINDOW #2,1,40,21,21
390 A$="PULSA SPACE PARA DISPARAR":GOSUB 680
400 x=17:y=20
410 yP=16+INT(RND*9):D=1:DP=-1
420 LOCATE YP,5:PRINT"a":LOCATE YP,6:PRINT"b"
430 LOCATE Y,X:PRINT" ":
440 Y=Y+D:IF Y>35 THEN D=-1
450 IF Y<5 THEN D=1
460 LOCATE Y,X:PRINT"c":CALL &DD19
470 IF NOT INKEY(47) THEN 490
480 GOTO 430
490 FOR A=100 TO 200 STEP 6:SOUND 1,A,1:NEXT
500 LOCATE YP,5:PRINT" ":LOCATE YP,6:PRINT" "
510 YP=YP+DP:IF YP>24 THEN DP=-1
520 IF YP<16 THEN DP=1
530 LOCATE YP,5:PRINT"a":LOCATE YP,6:PRINT"b"
540 LOCATE Y,X:PRINT" ":X=X-1:IF X<4 THEN 580
550 LOCATE Y,X:PRINT CHR$(102-X/7);
560 IF X=5 OR X=6 THEN IF Y=YP THEN 630
570 GOTO 500
580 GOSUB 730:IF Y<15 OR Y>26 THEN 650
590 ENT 1,20,-3,1:SOUND 1,100,15,15,0,1
600 P=P+15:GOSUB 700
610 A$="GOOOOL.............":FOR N=1 TO 4:GOSUB 680:NEXT
```

```
620 GOTO 360
630 GOSUB 730:SOUND 2,100,5,15,0,0,31:A$="PARADA DEL PORTERO":GOS
UB 680
640 GOTO 660
650 SOUND 4,300:A$="LA PELOTA HA SALIDO FUERA":GOSUB 680
660 FOR A=1 TO 100:NEXT:FA=FA+1:GOSUB 700
670 FOR A=1 TO 600:NEXT:GOTO 360
680 CLS #2:PRINT#2,TAB(20-LEN (A$)/2);
690 FOR A=1 TO LEN (A$):PRINT #2,MID$(A$,A,1);CHR$(7);:NEXT:RETUR
N
700 LOCATE #1,5,1:PRINT#1,"PUNTOS:";P:LOCATE #1,26,1:PRINT#1,"FAL
LOS:";FA
710 IF FA>4 THEN 860
720 RETURN
730 PLOT 0,250,2:DRAW 100,300:DRAW 530,300:DRAW 630,250
740 PLOT 150,300:DRAW 0,100:DRAW 630,100:DRAW 480,300
750 PLOT 180,300:DRAW 80,150:DRAW 550,150:DRAW 450,300
760 PLOT 214,302,3:DRAW 214,380:DRAW 630-214,380:DRAW 630-214,302
770 PLOT 210,302:DRAW 210,384:DRAW 630-210,384:DRAW 630-210,302
780 RETURN
790 SYMBOL AFTER 97
800 SYMBOL 97,60,126,90,126,60,24,126,255
810 SYMBOL 98,189,189,189,60,36,36,102,231
820 SYMBOL 99,60,126,255,255,255,255,126,60
830 SYMBOL 100,0,60,126,126,126,126,60,0
840 SYMBOL 101,0,0,24,60,60,24,0,0
850 RETURN
860 REM *** GAME OVER ***
870 FOR A=1 TO 20:FOR B=100 TO 200 STEP A:SOUND 1,B,1,15,0,0,31:N
EXT B:NEXT A
880 INK 0,0:INK 1,26:INK 2,15,0:PAPER 0:BORDER 0:PEN 1:MODE 0
890 PEN 2:LOCATE 6,7:PRINT"GAME OVER"
900 PEN 1:LOCATE 4,12:PRINT"PUNTOS:";USING "######";P
910 PEN 3:INK 3,15:LOCATE 5,17:PRINT "OTRA? (S/N)"
920 FOR A=1 TO 50:A$=INKEY$:NEXT A
930 PEN 1
940 IF INKEY(60)=0 THEN RUN 220
950 IF INKEY(46)=0 THEN CALL 0
960 GOTO 940
```



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